Listing of Claims:

1. (Previously Presented) A method of horizontally scrolling a display window to the left comprising the steps of:

receiving a header data packet that includes a field for a blank start pixel value, which is a numerical value that indicates a number of pixels to be blanked out;

blanking out one or more pixels at a beginning of a portion of graphics data in accordance with the blank start pixel value by placing a read pointer at a location after said one or more pixels, the portion being aligned with a start address; and

displaying the graphics data starting at the read pointer placed at a first non-blanked out pixel in the portion of the graphics data aligned with the start address.

2. (Original) The method of horizontally scrolling a display window to the left of claim 1 further comprising the step of converting the graphics data into a common format.

3. (Original) The method of horizontally scrolling a display window to the left of claim 1 wherein the step of blanking out one or more pixels comprise the step of blanking out one or more bits.

4. (Original) The method of horizontally scrolling a display window to the left of claim 2 wherein the common format is selected from the group of YUV and RGB formats.

5.   (Original) The method of horizontally scrolling a display window to the left of claim 1 wherein each pixel is comprised of one or more bits.

6.   (Original) The method of horizontally scrolling a display window to the left of claim 5 wherein the number of bits per pixel is selected from the group consisting of 1 bit, 2 bits, 4 bits, 8 bits, 16 bits, 24 bits and 32 bits.

7.   (Previously Presented) A method of horizontally scrolling a display window to the right comprising the steps of:

    receiving a header data packet that includes a field for a blank start pixel value, which is a numerical value that indicates a number of pixels to be blanked out;

    moving a read pointer to a new start address that is immediately prior to a current start address;

    blanking out one or more pixels at a beginning of a portion of graphics data in accordance with the blank start pixel value by placing the read pointer at a location after said one or more pixels, the portion being aligned to the new start address; and

    displaying the graphics data starting at the read pointer at a first non-blanked out pixel in the portion of the graphics data aligned with the new start address.

8.   (Original) The method of horizontally scrolling a display window to the right of claim 7 further comprising the step of converting the graphics data into a common format.

9.   (Original) The method of horizontally scrolling a
display window to the right of claim 7 wherein the step of
blanking out one or more pixels comprise the step of blanking
out one or more bits.

10.   (Original) The method of horizontally scrolling a
display window to the right of claim 8 wherein the common format
is selected from the group of YUV and RGB formats.

11.   (Original) The method of horizontally scrolling a
display window to the right of claim 7 wherein each pixel is
comprised of one or more bits.

12.   (Original) The method of horizontally scrolling a
display window to the right of claim 11 wherein the number of
bits per pixel is selected from the group consisting of 1 bit, 2
bits, 4 bits, 8 bits, 16 bits, 24 bits and 32 bits

13.   (Previously Presented) A graphics display system
comprising:

a display engine for receiving raw graphics data and
converting the raw graphics data into graphics contents;

a window controller for transmitting a header data
packet to the display engine, the header data packet including a
field for a blank start pixel value, which is a numerical value
that indicates a number of pixels to be blanked out; and

a direct memory access module for transferring the raw graphics data from memory to the display engine,

wherein the display engine is capable of selectively blanking out one or more pixels from a portion of the raw graphics data in accordance with the blank start pixel value, said portion being aligned with a start address, by placing a read pointer at a first non-blanked out pixel after said one or more pixels and within said portion.

14. (Previously Presented) The graphics display system of claim 13 wherein the display engine comprises means for blanking out said one or more pixels from said portion of the raw graphics data by selectively placing the read pointer.

15. (Previously Presented) The graphics display system of claim 14 wherein the direct memory access module transfers the raw graphics data from memory starting at the start address.

Claims 16-18 (Canceled).

19. (Previously Presented) The graphics display system of claim 13 wherein the first non-blanked out pixel is a first pixel to be displayed.

Claim 20 (Canceled).

21. (Previously Presented) A graphics display system comprising:

a display engine for receiving raw graphics data and converting the raw graphics data into a graphics window;

a window controller for transmitting a header data packet to the display engine, the header data packet including a field for a blank start pixel value, which is a numerical value that indicates a number of pixels to be blanked out; and

a direct memory access module for transferring the raw graphics data from memory to the display engine,

wherein a read pointer is initially placed on a first portion of the raw graphics data aligned with a start address,

wherein, in order to horizontally scroll the graphics window to the right, the read pointer is moved to a second portion of the raw graphics data aligned with a new start address, said new start address being an address that is immediately prior to the start address, and

wherein the display engine is capable of selectively blanking out one or more pixels from the second portion of the raw graphics data in accordance with the blank start pixel value by placing the read pointer at a first non-blanked out pixel after said one or more pixels and within said second portion.

22. (Previously Presented) The graphics display system of claim 21 wherein the direct memory access module is used to transfer the raw graphics data from the memory starting at the new start address.

23. (Previously Presented) The graphics display system of claim 21 wherein the first non-blanked out pixel is a first pixel to be displayed.

24. (Previously Presented) The graphics display system of claim 21 wherein the display engine comprises means for blanking out said one or more pixels from said second portion of the raw graphics data by selectively placing the read pointer.

25. (Previously Presented) The method of claim 1, wherein receiving a header data packet comprises receiving a plurality of data packets including the header packet and a plurality of graphics data packets, each of the plurality of data packets comprising a second field indicating whether it is the header data packet or one of the plurality of graphics data packets, wherein the plurality of graphics data packets contain the graphics data.